IN THE CLAIMS:

Please amend the claims as indicated below.

1. (Currently Amended) A method for storing digital content in a client-side cache, said method comprising the steps of:

receiving content broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network;

storing said received content in said client-side cache based on a user profile; and

making said content in said client-side cache available to other clients.

2. (Original) The method of claim 1, further comprising the step of determining if requested content is in said client-side cache before requesting said content from a remote source.

3. (Original) The method of claim 1, further comprising the step of requesting said content from an edge server if said requested content is not in said client-side cache.

4. (Original) The method of claim 1, further comprising the step of requesting said content from a provider of said content if said requested content is not in said client-side cache.

5. (Original) The method of claim 1, further comprising the step of requesting said content from another client cache if said requested content is not in said client-side cache.

6. (Original) The method of claim 5, wherein said step of requesting said content from another client cache further comprises the step of accessing a directory to determine where said content is cached.

7. (Original) The method of claim 1, further comprising the step of providing information to a central cache directory regarding content that is stored in said client-side cache.

5   8. (Original) The method of claim 1, wherein said content in said client-side cache is made available to other clients using a point-to-point link.

9. (Currently Amended) A method for obtaining content over a network, said method comprising the steps of:

10   determining if requested content is in a local cache; and

requesting said content from a remote client cache if said requested content is not in said local cache, wherein said content in said remote client cache was broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network, and wherein said content was

15 stored in said remote client cache based on a user profile.

10. (Original) The method of claim 9, further comprising the step of requesting said content from a remote source if said requested content is not in said remote client cache.

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11. (Original) The method of claim 9, further comprising the step of requesting said content from an edge server if said requested content is not in said remote client cache.

25   12. (Original) The method of claim 9, further comprising the step of requesting said content from a provider of said content if said requested content is not in said remote client cache.

13. (Original) The method of claim 9, wherein said step of requesting said

30 content from a remote client cache further comprises the step of accessing a directory to determine where said content is cached.

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14. (Cancelled)

15. (Currently Amended) A method for sharing digital content among a plurality of users, said method comprising the steps of:

storing content broadcast to a client via a wireless broadcast connection in a client-side cache of at least one client, wherein said client is a machine that serves one or more users on a local area network and wherein said content is stored based on a user profile;

making said content in said client-side cache available to a plurality of additional clients; and

maintaining a directory of said content made available to a plurality of additional clients.

16. (Original) The method of claim 15, wherein a user determines if requested content is in said directory before requesting said content from another remote source.

17. (Original) The method of claim 15, wherein said content in said client-side cache is made available to other clients using a point-to-point link.

18. (Currently Amended) A system for storing digital content in a client-side cache, said system comprising:

a memory that stores computer-readable code; and

a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:

receive content broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network;

store said received content in said client-side cache based on a user profile; and

make said content in said client-side cache available to other clients.

19. (Currently Amended) A system for obtaining content over a network, said system comprising:

a memory that stores computer-readable code; and

a processor operatively coupled to said memory, said processor configured

5   to implement said computer-readable code, said computer-readable code configured to:

determine if requested content is in a local cache; and

request said content from a remote client cache if said requested content is not in said local cache, wherein said content in said remote client cache was broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves

10   one or more users on a local area network, and wherein said content was stored in said remote client cache based on a user profile.

20. (Currently Amended) A system for sharing digital content among a plurality of users, said system comprising:

15   a memory that stores computer-readable code; and

a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:

store content broadcast to a client via a wireless broadcast connection in a client-side cache of at least one client, wherein said client is a machine that serves one or

20   more users on a local area network and wherein said content is stored based on a user profile;

make said content in said client-side cache available to a plurality of additional clients; and

maintain a directory of said content made available to a plurality of

25   additional clients.

21. (Currently Amended) An article of manufacture for storing digital content in a client-side cache, comprising:

a computer readable medium having computer readable code means

30   embodied thereon, said computer readable program code means comprising:

a step to receive content broadcast from a central server to a client via a

wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network;

a step to store said received content in said client-side cache based on a user profile; and

5   a step to make said content in said client-side cache available to other clients.

22. (Currently Amended) An article of manufacture for obtaining content over a network, comprising:

10   a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to determine if requested content is in a local cache; and

a step to request said content from a remote client cache if said requested content is not in said local cache, wherein said content in said remote client cache was

15   broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network, and wherein said content was stored in said remote client cache based on a user profile.

23. (Currently Amended) An article of manufacture for sharing digital

20   content among a plurality of users, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to store content broadcast to a client via a wireless broadcast connection in a client-side cache of at least one client, wherein said client is a machine

25   that serves one or more users on a local area network and wherein said content is stored based on a user profile;

a step to make said content in said client-side cache available to a plurality of additional clients; and

a step to maintain a directory of said content made available to a plurality

30   of additional clients.

24. (Previously Presented) The method of claim 1, wherein said content broadcast to said client is broadcast prior to being requested by a user.

25. (Previously Presented) The method of claim 1, wherein said received

5   content was predicted to be of interest to a user.

26. (Previously Presented) The method of claim 9, wherein said content in said remote client cache was broadcast prior to being requested by a user.

10   27. (Previously Presented) The method of claim 9, wherein said content in said remote client cache was predicted to be of interest to a user.

28. (Previously Presented) A method for storing digital content in a client-side cache, said method comprising the steps of:

15   receiving content broadcast to a client via a wireless broadcast connection, wherein said client is a machine that serves one or more users on a local area network and wherein said client is tuned to receive said wireless broadcast connection via a digital television channel;

storing said received content in said client-side cache based on a user

20   profile; and

making said content in said client-side cache available to other clients.